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# Timothy J. Volpe

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## OBJECTIVE

To advance my career in the videogame industry by working as a gameplay/content programmer, with an eye toward becoming a game designer or producer.

## SKILLS

Languages: C/C++, Java, Javascript, HTML/HTML5, SQL, Visual BASIC  
Programs: Microsoft Word, Excel, Visual Studio; Adobe Photoshop, Autodesk Maya, Perforce P4V, Git  
Game Engines: Terathon C4, Sun Java Monkey Engine, Akihabara  
Other: Atlassian JIRA, Bamboo  
Operating Systems: Windows Vista/XP/2000, UNIX, Mac OS

## EDUCATION

**Worcester Polytechnic Institute, Worcester, MA** March, 2009

### Bachelor of Science in Interactive Media and Game Development

Major Qualifying Project – Hooping game <http://hooping-game.com>

- Designed and created a 3D space racing game. Wrote most of the ship movement and collision detection code, some obstacle controllers, and game timer

Independent Study Project – Climate Connections card game

- Designed and created a card and computer game to aid school children in learning about climate change
- Sponsored by US FIRST

**University of Massachusetts, Amherst, MA** December, 2000

### Bachelor of Science in Computer Science

3D Animation and Digital Editing – class project

- Animator and special effects designer for “EWE-F-O II” animated short film. Successfully devised a “wormhole” effect, similar to that used in the movies “Stargate” and “Contact”

## RELEVANT WORK EXPERIENCE

**QUICKHIT, Foxboro, MA** October, 2009 – February, 2011

### QA Tester

- QUICKHIT NFL Football: a free-to-play online coaching sim where earning points in-game improves your team
- Wrote and executed test plans to ensure the quality and performance of the game and accompanying webpages
- Filed bug reports and worked with developers to resolve issues
- Responsible for redeploying internal servers and helped maintain testing environments
- Aided Customer Service with database queries and customer interactions on forums

**iD Tech Camps, Cambridge, MA** May – August, 2007

### Instructor

- Instructed older campers in Advanced Programming using C++
- Instructed younger campers in Video Game Creation using Clickteam Multimedia Fusion 2
- Aided in camp preparation, organized activities and maintained the safety of all campers